

FIGHT FOR LIFE



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GAME MANUAL
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Still picture or images may cause permanent or short-term damage or impair the operation of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information on about the ESRB rating, or to request a complete list about the appropriateness of the rating, please contact the ESRB at 1-800-368-5772.

FIGHT FOR LIFE

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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"How did I get here...?
Oh, my G...!"



In a dimension parallel to living human existence is the Specter Zone - storehouse of unmet, unfulfilled, journey-interrupts on the road to Heaven or Hell. Overseeing this realm is a menacing abomination called the Gatekeeper, ever watchful for opportunities of ascension. To the lucky and skillful this is also a land of hope, for the Gatekeeper has the power of redemption, the power to grant a second chance at life.

You are one of eight ex-mortals traveling unexpectedly from the nightmares that was your life to the forefront of an early afterlife. One of eight fighters chosen for their exceptional skills and strong will to live.

Don't expect to make friends. You must defeat each of your companions. You have the attention of the Gatekeeper, please him in the tournaments and he will bestow useful gifts. You must win every match, including the final and most terrifying. There can be only one victor: there will be only one life granted...it must be yours. Good luck.



Getting Started



1. Insert your *Right for Life* cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.
2. Press the Power button.
3. Press the A, B, or C button to leave the DMA screen and go directly to the Main menu.



main menu



BEGINNER MODE

A great place to figure things out. You'll have the opportunity to fight all of the other characters, and the combo moves will be slightly easier to perform. Instead of completing three different Jajjajj combinations to get the combo, you will be able to do the first set of Jajjajj combinations three times with the same result.

Note: You cannot fight the Gatekeeper in this mode.

PRACTICE MODE

A two-player game where both players have access to **all** the special moves, except the Signature moves for each character. Once a fight is over, it's over. You won't move on to a different match. This is a great place to practice your skill before trying the real thing in tournament or two-player mode. The combo moves are the same as in Beginner Mode.

TOURNAMENT MODE

Pick your character wisely. You'll be fighting all of the others in a desperate attempt to win another chance at life. For I think it's over if you're victorious. The Gatekeeper has a few more surprises in store for you.

TWO-PLAYER MODE

The ultimate two-player game. Choose your favorite character and fight a friend to the death. If you have a password box, *Playwords* for details, the moves you've stolen from other characters in *Adventure* or *Tournament* mode can be used against your friend.

ROLLING CAMERA

Stacks the characters in such a way that Player One is always on the left side of the screen. The controls for both players will always stay the same.

STATIC CAMERA

The camera doesn't move. The *display* controls will change depending on the position of your character. If you are on the left side of the screen, you will have to push right to go forward and left to retreat. If you are on the right, your controls will work in the opposite direction.



Selecting a fighter



The fighters are presented in pairs, ready to begin the tournament. You can scroll through the different fighters by pressing left or right on the Joypad. In a two player game, the character on the left of the screen will be the character you are using. The Jaguar-controlled character will have the word *Jaguar* superimposed on it. To use a password press the *Option* button (see *Passwords* for more information).

Bioographies

The following pages give useful statistics on each fighter, a few lines about their life, their training and their motivations. Also listed are their special skills in close-combat fighting. Study them well. These are details you need to know! Moves in bold are Signature moves and cannot be stolen.



KIMURA, JAPANESE NINJA FIGHTER

Very Fast, Aerial Air Striker - Exceptional with Aerial Moves

Born 11/14/70 Died 1/11/89

The first son of a noble Japanese family, Kimura was highly educated and talented. Trained by his father in the art of Ninjutsu from the age of 4, he remained unbeaten until the time of his death.

Kimura's body was found floating in a restaurant fish tank. How did he get there? Was it a gang murder? He made a lot of enemies in his time, but for this he must have really ticked somebody off. Perhaps it was a case of mistaken identity...?

Special Moves

Jump Kick Bomb
Fish Bomb
Flip Kick Bomb
Typhoon Kick
Head Slam

IAN, SOLDIER

Very Strong; Slow, Air Power.

Born 11/18/68 Missing in Action (no body found) 1/22/89

Son of a structural engineer and a defector, Ian was educated on the street and in the various postmodernities he "visited." The army was his only real home; the platoon, his family. A hell of a family to have when you always have to watch your back and fight for what's yours - and he was always fighting.

Ian is still listed as Missing in Action after getting separated from his unit during active duty - tracking guerrillas through jungle terrain. After five days of looking for him, the search party abandoned the mission. They did, however, find evidence of torture and a massacre in a clearing littered with body parts, none were identifiable.

SPECIAL MOVIES

Clap Kick
Elbow Hook
Rearer Punch (Control)
Red Bash
Four Big

KARA, AMERICAN MOM

EXIT, FLEEING AND STUNNED

Born 6/30/68 Died 1/22/99

Kara was your average mom, housewife, noodle baker, and fitness junkie. In fact, she married her fitness instructor! Until the day something slipped into her mind. It told her she was destined for something more, something that she had been specially chosen for. It was not that she started working again, or anything, she just flipped into Total-World-Production mode.

Her family got her treated in a psychiatric hospital, but for two years her obsession grew. She worked harder, preparing for "the big fights." She spoke of a shape-changing being who called to her. One day she could stand it no longer, she tried to get back to her family... from the top-floor window of an eight-story high rise.

SPECIAL MOVIES

Face Slap Kick (Control)
Spin Elbow
Thigh Smash
Punch Leg Kick
Head Slicer



POG, DOCK WORKER

Stroma, Fair

Born latest date unknown/68 Died 1/11/95

Foster abandoned outside a convenience store as an infant. POG spent his early life with foster families playing "Pass the Parcel." Lastly, he was the parcel. The game ended for good when he turned 12 and he was alone again.

POG got a job on the docks, made friends - got a life, got strong and fit and picked up one hell of a reputation with his fists. That is, until the docks closed down five years ago. He disappeared after that - straight down the neck of a bottle.

POG was not a quitter (although he did quit the board). He pulled himself together and managed to find odd jobs at the local orphanage. He also gave lessons in self preservation, which was kind of ironic. He was gassed down on the sidewalk near the same convenience store where he'd been found 27 years earlier just as folks started saying, "Hey, POG! Welcome back to the land of the living!"

Stroma, Brown

Headbutt (Good)

Struggle Hold

Knock-Out Punch

Slit

Farm Smasher

MR. G., PROFESSIONAL BOXER

Stroma, Fencer

Born 10/11/64 Died 1/11/95

Mr. G. always knew he was going to be a boxer. Fighting was his life. Even as a kid his right cross was awesome. His folks wanted him to be a mechanic, like his father and brothers, but he never changed his mind.

It was tough growing up as the only black guy in his neighborhood who wanted to put on silk shorts and prance around for a living! He made sure that those who worked him dropped where they stood. When he

started as a professional it felt better than good. He proved he could win, and win big.

Mr. B. had one problem - his manager. He was stitched into a contract so tight he could hardly breathe, let alone make a buck! Mr. B. wanted to show the fat leech who was really in charge, so he threw a Las Vegas title fight and lost - for the first time ever. His manager went ap! Later that night, in a bar, some hoodies picked a fight with Mr. B. Nobody could see what it was about, but Mr. B. seemed surprised - especially when he wound up dead. Did the leech get the last laugh?

Special Moves

Eight Back (Combo)
Forearm Smash
Front Punch
Backfist (Combo)
Tallent Punch

MUFALL, ARABIAN FIGHTER

Fears Fears, with Saffert and Billy Tazs

Born 2/14/80 Died 1/11/95

Mufall was born a Bedouin. He grew up following the water holes across the desert with his tribe as they grazed their herds. As an adult he became a renowned fighter, very popular with his tribe, and very popular with the women. All women to be exact - single or married!

Mufall's six wives generally sought out their rivals following his infidelities and would not that they would not attract their husbands again. They were extremely jealous of each other, too. One cooked up a dish to keep him all to herself. It was poisoned, and he died writhing in agony in her arms. She took the poison too - planning to live in the Eternal Afterlife with him, but he went on alone to the Spouter Zone - someone had other plans for him.

Special Moves

Knee Kick (Combo)
High Spin Kick
Forearm Spin (Combo)
Limeade Charge
Spin Toss



JENNY, WORLDWIDE GIRL

Good: 400 AKA

Born 10/31/67 Fied 1/12/85

Jenny had been everywhere, from Argentina and Bolivia, to Yemen and Zimbabwe, and back again. She tramped across all the continental masses of the world in an attempt to put miles between her and "Hicksville" Arizona.

Jenny kept her identity secret by traveling as a boy, wandering from country to country perfecting her martial arts skills. Tai Chi in Beijing, Kick Boxing in Thailand, Tai Kwon Do in Korea, Jenny could take care of herself. No Kung Fu with an overabundance of naturalness was going to pull a stunt on her again. The last guy that tried had to be wraped off the sidewalk by paramedics.

Jenny was a master of martial arts and fighting, but none of the fancy moves she knew could help her against the ground-to-air vehicle that took out her light aircraft and sent her straight to the backseater.

Known Moves

Leg Sweep

Shove

Ear Bop

Slide Kick (Overhead)

Bank Roll

LUN, CHINESE KUNG FU MASTER

Awesome, Fair

Born 8/13/68 Fied 1/12/85

Sold into factory labor as a child. Lun learned to take care of himself at an early age. It was a case of fight or starve. He chose to fight, and lived to get noticed.

He was recruited by masters who trained him to use his natural fighting skills, as well as Kung Fu. Their creed was harsh - no rewards and no mercy. Fifteen years and a whole heap of trouble later, he was too hot to

himself and needed a change of address. He was given a one-way ticket to Miami and a package to deliver once he arrived. Not a smart move!

The package was sent to settle the little matter of a debt to some rivals across the pond. Lee was just the delivery boy. He was given a warm welcome from a couple of automatons in a sleazy back room rendezvous - just before the package took out half the block. Before he died, he swore revenge. His ghost would reach out from heaven or hell to avenge his murder. He offered his soul in return for help.

SPECIAL MOVIE

Masterchipari Bombol
Shoulder Throw
Shove Kick
Flying Kick
Lift Saw



PLAYING THE GAME

After you select your fighter, you have 2 out of 3 rounds to beat the crap out of your opponent. Watch the top of the screen to check out your life expectancy. Stay on the platform or you will be disqualified.

Once you have finished your victory dance, claim two of the loser's skills (Press left or right on the Joypad to scroll through the moves, and press the B button to make your selection) and begin customizing your own personal "Lethal Weapons." From there, you're on to your next victim.

Your fighter must win every match (gaining 14 extra special moves). Use your fighter's password to access your accumulated skills. If you survive, don't put your feet up yet. The fun is just beginning! You've got to get them to see it, and if you live through it, you'll deserve a second visit to dear old mother Earth.

BASIC CONTROLS

GENERAL MOVES

- A button** Avoid motion (Your character will try to avoid an incoming attack)
- B button** Basic kick
- C button** Basic left punch (Pressing B twice gives you a left/right combo)
- ↓** Sidestep
- ↑** Sidestep

You can also kick and punch while you jump or crouch. Simply press up or down on the Joypad then press the B (kick) or C (punch) button.

Holding the A button down while walking forward or backwards will cause you to lunge in that direction. You can roll to the side by holding down the A button and double tapping up or down on the Joypad.

Pause button Pauses the game (Adjust music or sound effects volume by pressing the A or B button and pressing left or right on the Joypad. If you press the B button you can cycle through all the music tracks.)

Option button Brings up character's health meter

" and " Exit game

FACEBUTTONS

X button Left sidestick

Y button Right stick

Z button Scroll upward (Hold it for a left/right scroll)

Right/Up buttons Sidestep

CHECK OUT THOSE MOVES!

You can push the REWIND button and enter the Replay mode at any time during the game. In this mode you can rewind or see the action (similar to a VCR) by pressing the Joypad left or right. You can also control the placement of the camera when you watch your replay. The controls are as follows:

Keys 4/6 Zoom In/Zoom out

Keys 1/9 Rotation Up/Down

Keys 1/3 Rotation around the fighters



unique moves

IAN

- Drop Kick 中 ↓ 中
- Glove Book 中 ← 中
- Barren Punch (Bomb) ... 中 → 中 | 中 ↓ 中 ↓ → 中
- Red Punch 中 ← 中 ← 中
- Beat Hug 中 ← → 中

JENNY

- Leg Sweep 中 → 中
- Shove 中 → → 中
- Ear Bop 中 → 中
- Face Kick (Bomb) 中 → 中 | 中 → 中, 中 ← 中
- Back Kick 中 ← 中

KARA

- Face Slap Kick (Bomb) ... 中 → 中 | 中 ← 中, 中 → 中
- Spit Blow 中 ← 中
- Thigh Squeeze 中 ← 中
- Poison Leg Kick 中 ↓ 中
- Head Squeeze 中 → → 中

KIMURA

- Jump Kick (Bomb) 中 ← 中 | 中 ↓ 中, 中 → 中
- Push (Bomb) 中 → 中 | 中 → 中 ↓ 中 → 中
- Flip Kick (Bomb) 中 ← 中 ↓ 中 → 中 中 → 中
- Typhoon Kick 中 ↓ 中
- Head Slam 中 ↓ 中

LUN

Moonshoggoth Combo	→ ← B (→ ← B → ↓ ← A)
Shoulder Throw	← 中 ← A
Show Kick	↓ ↓ B
Flying Kick	→ → 中 B
Lift Slam	→ 中 ↓ A

MR. G.

Eight Hook (Combo)	↓ 中 B (← → C → 中 C)
Forearm Smash	← → A
Grab Punch	→ ↓ B
Ruckfist Combo	← → B (→ ← B 中 ↓ B)
Rabbit Punch	中 中 B

MURALE

Knee Kick (Combo)	→ → ← B (← → B → ← C)
High Spin Kick	↓ ← B
Forearm Spin (Combo)	中 ← C (← → C ← ↓ 中 C)
Levitating Charge	→ ↓ → A
Spin Toss	← ↓ A

PUG

Headbutt Combo	→ → B (↓ 中 C ← → C)
Strangle Hold	← 中 A
Knock-Out Punch	↓ → B
Slide	→ ↓ ← A
Face Smasher	→ ↓ B

Moves in bold are Signature moves and cannot be stolen.



passwords



You will be awarded a password every time you defeat an opponent. After you steal the money you want from the boss, you will be given a password. Write it down, then press the A, B or C button to continue with your game. If you have to stop playing, the password will remember all the special moves you have collected up to your stopping point. The next time you play you will have to refight the characters you have already beaten, but you will still have all of your stolen money.

To enter a password, go to the Character Select screen and press the Option button. Press up or down on the Joypad to change the letters and left or right on the Joypad to move to the next letter. Press the B button to activate the password. If you do not have a password yet, you can enter the word JABBAWOCKY to see a demo of two computer opponents fighting.

The passwords that you are awarded in Beginner or Intermediate mode can be used to surprise a friend when you play a two-player game. Simply enter your password when you choose your character.

memory save

High scores and your last password are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press "A" and Option while on the Fight for Life Title screen.

credits

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warranty

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notes



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